



REPLACEMENT SHEET

Line Interruption Circuit Detailed Configuration

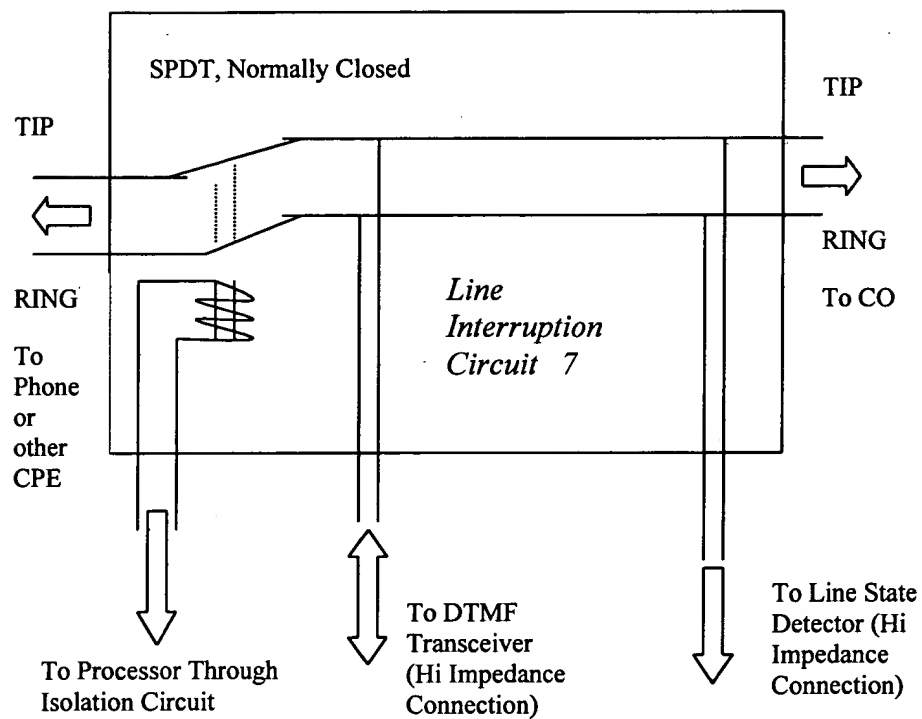


Figure 2a



REPLACEMENT SHEET

Intelligent Telephone Prefix Dialer, standalone POTS environment

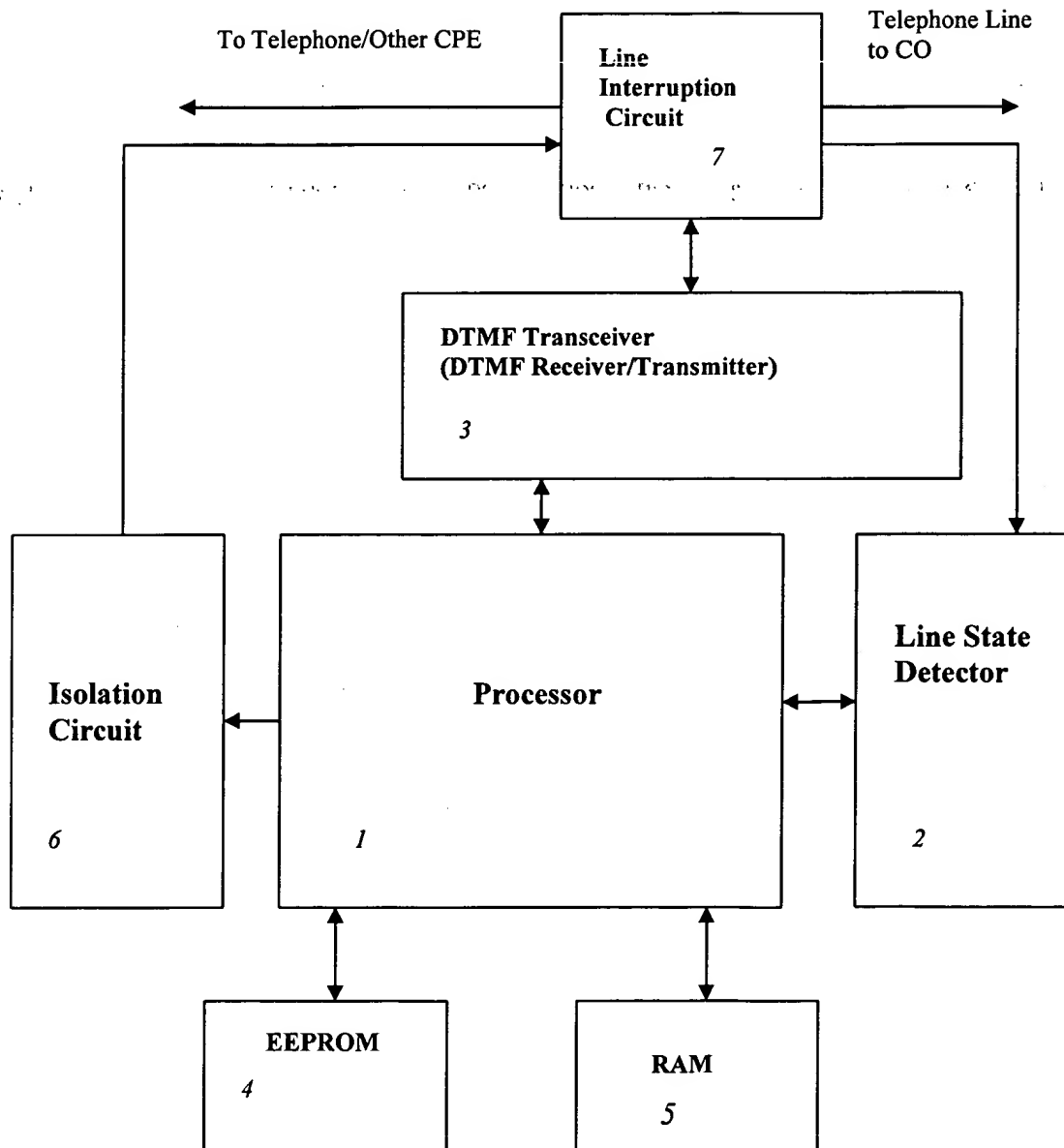


Figure 2b



REPLACEMENT SHEET

Intelligent Telephone Prefix Dialer embedded in an ISDN telephone set

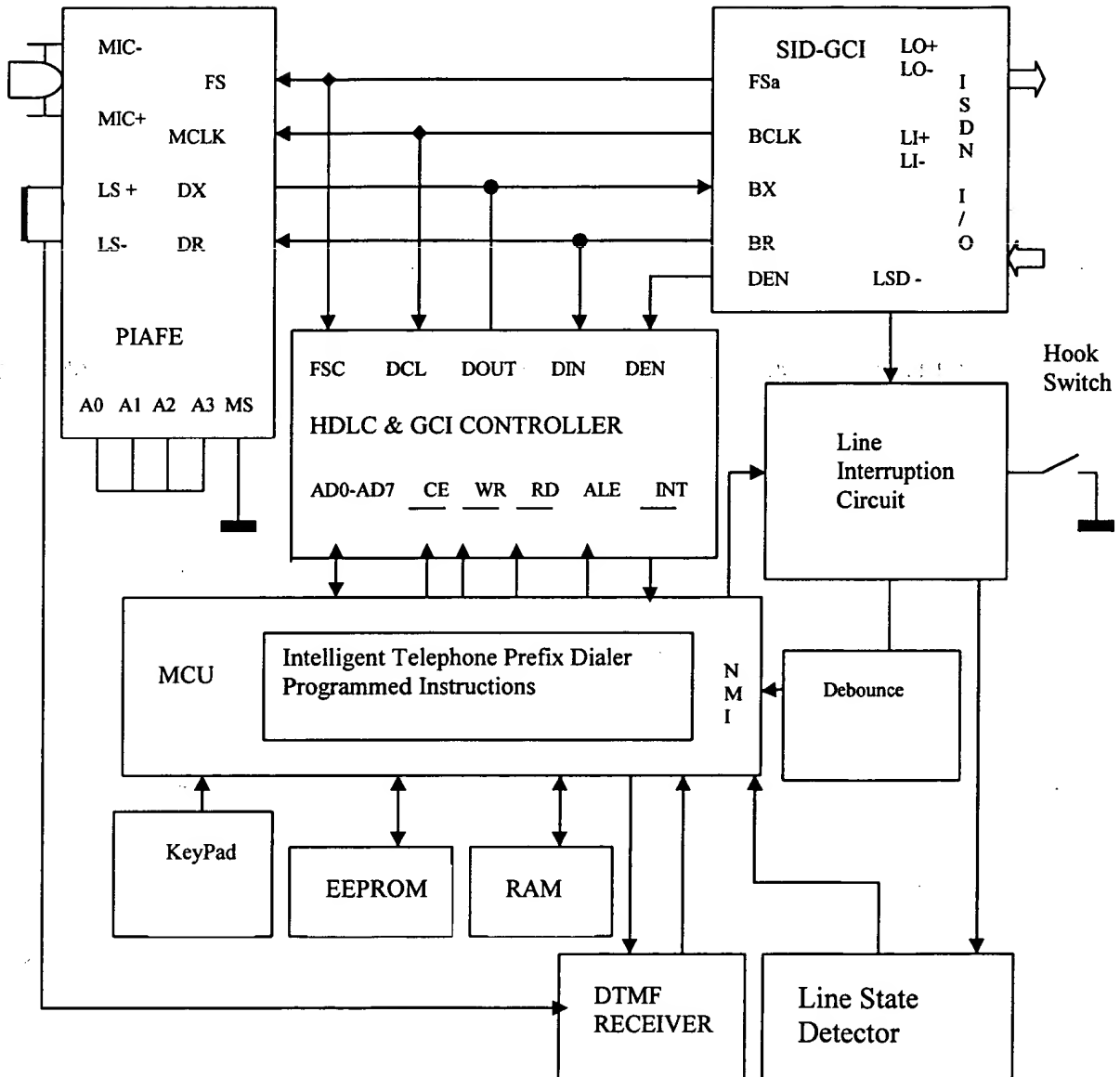


Figure 4



REPLACEMENT SHEET

INTELLIGENT TELEPHONE PREFIX DIALER PSEUDOCODE

Version Beta 3.0

Subroutines

DISPLAYPREFIX@
LINEMONITOR@
MONITORLINE@
CAPTUREDIGITS@
CAPOPTIONSTRINGS@
CAPREFIXSTRING@
FLASHLINE@
GETNDX@
CHECK_FOR_TEN@
DIALNUMBER@
PARSEOPTIONS@
PARSESTRING@

Data

LENGTH	/* length of table*/
TABLE	/*start of table*/
SUM	/*sum of digits*/
COUNT	/*count of digits*/
TELNO(8)	/*user dialed digits*/
PREFIX	/*user defined dial prefix*/
DIALTONE_FLAG	/*Flag to indicate line state */ /* On Hook = 0, Off Hook = 1*/ /* Line one to Off Hook Line two*/
DIAL_STRING(10)	/*The reparsed dial string necessary to complete */ /* the call*/
USER_REQUEST_FLAG	/*Flag to initiate user input of prefix code*/
NDX	/*# Pointer for user TELNO entries /*intoDIALSTRING*/
NUMBER_OF_DIGITS_CAPTURED	/*number of digits received by dtmf receiver before*/ /*timeout*/
ON_HOOK_TIME_COUNTER	/*amount of time that receiver is on hook*/
BYPASS	/*bypass bit, if set to 1, bypasses flashhook 2 and 3*/

Figure 6a

REPLACEMENT SHEET

Program MAIN

```

                                /*Declare and initialize all variables*/
Declare and Intitalize Hardware specific variables for dtmf transceiver and other hardware
Dtmf                            var    byte
Bypass                          var    byte
Dt_flag                         var    bit
Dt_det                          var    INL.bit2      /*Detect bit from dtmf receiver*/
Dialtone_flag    var    bit
Number_of_Digits_Captured      var    byte          /*Range index to telno()*/
Digit                var    byte                  /*Index  of digits to dial by autodialer*/
I                    var    word
L                    var    byte
K                    var    bit
Ndx                  var    nib
Gosub GETNDX          /*Get ndx from EEPROM*/
For I = 1 to ndx - 1
Get prefix code from EEPROM and place into dial_string(I)
next
GOSUB DISPLAYPREFIX /*Show the stored dialing prefix*/
CAPDIGITS:
    GOSUB CAPTUREDIGITS /*Start listening for dial string digits entered by user*/
    If NUMBER_OF_DIGITS_CAPTURED <> (10 - NDX) + 1 then
        goto INHIBITDIAL
    fi
GOSUB PARSESTRING      /*Parse the TELNO() into DIAL_STRING()
    Pause 160           /*Time delay before initiating flash hook sequence*/
GOSUB FLASHLINE        /*First Flash hook*/
    Pause 700           /*Time delay before further action*/
    If BYPASS =1 then GOTO SKIP_FLASHES /*2nd and 3rd flash only necessary for 3
                                /*way call*/
GOSUB FLASHLINE        /* 2nd Flash hook*/
    Pause 700           /*Time delay before further action*/
GOSUB FLASHLINE        /* 3rd Flash hook*/
    Pause 700           /*Time delay before further action*/

```

Figure 6b

REPLACEMENT SHEET

SKIP_FLASHES:

pause 700 /*Time delay before initiate redial*/

GOSUB DIALNUMBER /*Dial the number with the required prefix*/

INHIBITDIAL:

GOSUB LINEMONITOR /*Stay put until line goes onhook*/

GOSUB MONITORLINE /*Stay put until line goes offhook*/

GOTO CAPDIGITS /*Start listening for digits again*/

SUBROUTINE:LINEMONITOR

LOOPDT1:

Set DIALTONE_FLAG from (Telephone Line) /*0 is ONHOOK, 1 is OFFHOOK*/

IF DIALTONE_FLAG indicates OFFHOOK then GOTO LOOPDT1

Return

SUBROUTINE:MONITORLINE

Initialize ON_HOOK_TIME_COUNTER to Zero

LOOPDT2:

Set DIALTONE_FLAG from (Telephone Line) /*0 is ONHOOK, 1 is OFFHOOK*/

IF DIALTONE_FLAG indicates ONHOOK then

Do

Increment ON_HOOK_TIME_COUNTER

GOTO LOOPDT2

Done

fi

IF ON_HOOK_TIME_COUNTER > 800 then set BYPASS to 1

fi

Return

Figure 6c

REPLACEMENT SHEET

*****/

SUBROUTINE: CAPTUREDIGITS

CAPTUREDIGITS:

SETUP dtmf hardware for dtmf READ

For I = 1 to 1700 /*Initialize Interdigit count down timer*/

Get DIALTONE_FLAG from (Telephone Line) /*If not still OFFHOOK then EXIT to MAIN*/

If DIALTONE_FLAG = 0 then GOTO MAIN

fi

POLL for dtmf tone from (DTMF RECEIVE CHIP)

If tone not detected then NEXT I /*Increment Interdigit count down timer*/

else

Increment NUMBER_OF_DIGITS_CAPTURED

If NUMBER_OF_DIGITS_CAPTURED > (10 - NDX) + 1 then GOTO MAIN

/*user dialed more than */

/*prefix digits plus user digits and does not need help here */

READ dtmf tone into variable DTMF

TELNO(NUMBER_OF_DIGITS_CAPTURED) = DTMF

NEXT I

/*Interdigit Timer has timed out, Check for number of digits received*/

If NUMBER_OF_DIGITS_CAPTURED < (10 - NDX) + 1 then

Do

If telno(1) = 12 and telno(2) = 1 then

Do

/*User has requested to input options*/

Gosub PARSEOPTIONS

Goto MAIN

/*Initialize with new user options*/

Done

Set NUMBER_OF_DIGITS_CAPTURED = 0

Done

Return

*****/

SUBROUTINE: PARSESTRING

For j = NDX to 10

DIAL_STRING(j) = TELNO(j - (NDX - 1))

Next j

Return

*****/

Figure 6d

REPLACEMENT SHEET

SUBROUTINE: FLASHLINE

Go ONHOOK

Pause 600 msec

'600 milliseconds, nominal, can be between 400 and

'700ms

Go OFFHOOK

Return

/*****

*****/

SUBROUTINE: DIALNUMBER

IF PRIVACY_BIT = 1 then

Do

DTMFOUT(*67)

/*Dial the Caller ID Block Code */

Done

IF PRIVACY_BIT = 0 then

Do

DTMFOUT(*82)

/*Dial the Caller ID Send Code*/

Done

IF ONE_PLUS_BIT = 1 then

Do

DTMFOUT(1)

/*Dial 1 before the area code, etc*/

Done

For DIGIT = 1 to 10

DTMFOUT(DIALSTRING(DIGIT)) /*Dial the prefix code and the rest of the

/*phone number*/

Return

/*****

*****/

SUBROUTINE: PARSEOPTIONS

Write to DisplayDevice("PRIVACY?: Y/N) /*Prompt for user to turn Call ID Block ON or */

/*OFF*/

Gosub CAPOPTIONSTRINGS

/*Get user input*/

Write user input to EEPROM

Read user input from EEPROM

Write user input from EEPROM to DisplayDevice /*User selection confirmed on */

/*DisplayDevice*/

Figure 6e

REPLACEMENT SHEET

```

Write to DisplayDevice("1 PLUS ON?: Y/N) /*Prompt for user to turn 1 PLUS Dialing
                                     /*ON or OFF*/

Gosub CAOPTIONSTRINGS /*Get user input*/
Write user input to EEPROM
Read user input from EEPROM
Write user input from EEPROM to DisplayDevice /*User selection confirmed on*/
                                     /*DisplayDevice*/

Write to DisplayDevice("ENTER PREFIX#) /*Prompt for user to enter dialing prefix*/
Gosub CAPREFIXSTRING /*Get user input of dialing prefix*/
Write user input to EEPROM
While user input from EEPROM <> 12
    Do
        Read user input from EEPROM
        Gosub CHECK_FOR_TEN
        Write user input from EEPROM to DisplayDevice /*User entry confirmed on*/
                                     /*DisplayDevice*/

    Done

Return

/*****/
SUBROUTINE: DISPLAYPREFIX
    READ PrefixData from EEPROM
    WRITE PrefixData from EEPROM to DisplayDevice

Return
/*****/
SUBROUTINE: CAOPTIONSTRINGS
    For I=1 to 1900 /* Time out if no user input*/
        When data present from DTMFReceiver
            Do
                READ data from DTMFReceiver into option_bit
                Return
            Done
        Next
    Return
/*****/

```

Figure 6f

REPLACEMENT SHEET

SUBROUTINE: CAPREFIXSTRING

```

Mu = 0
For I=1 to 1900      /* Time out if no user input*/
  When data present from DTMFreceiver
  Do
    Mu = mu + 1
    READ data from DTMFreceiver into telno(mu)
    If telno(mu) = 12 or mu > 7 then
      Return
    fi
  done
Next
Return

```

/*****

SUBROUTINE: GETNDX

```

for i = 1 to 7
  read from start of prefix data from EEPROM into digit
  if digit = 12 then ret_ndx
next
return
ret_ndx:
ndx = I
return

```

/*****

SUBROUTINE: CHECK_FOR_TEN

```

if telno(i) = 10 then zeroit
return
zeroit:
telno(i) = 0      /*Format output for DisplayDevice*/
return

```

/*****

Programmer Application Notes:

1. Actual programming language used was Parallax, Inc. PBASIC
2. Processor used was the Parallax, Inc. BASIC Stamp II, BS2-IC

Figure 6g

REPLACEMENT SHEET

3. The Pause instruction argument is in milliseconds
4. The processor clock speed is approximately 20MHZ
5. The PBASIC interpreter executes approximately 3000 instructions per second, i.e. 0.3 milliseconds per instruction. Use the 0.3 milliseconds/instruction value to calculate timeouts and delays that are implemented using loops.
6. Contact the inventor for future development and application notes.

Figure 6h